SEGA®

NOW, WE'RE OFF TO THE FANTASY ZONE!

SPACE HARRIER™

Our hero, a seasoned veteran of many space wars is on the "scene" again, this time to save the DRAGON land which is occupied by barbaric and evil creatures and controlled by supernatural phenomena. SEGA proudly presents another in a long line of original game concepts in "SPACE HARRIER", an action packed adventure that pits you in mortal combat with aliens of another planet.

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ANOTHER FIRST FOR THE AMUSEMENT MACHINE INDUSTRY !

A SUPERSPECTACULAR FANTASY SPA

featuring

A 1.2 MB graphic capacity + graphic di
32,000 di

The relentless battling between the unknown evil creatures and SPACE HARRIER takes place in a fantasyland setting which resembles a scene out of a "SFX" movie.
In addition, the rolling type cabinet freely moves in any direction that the player so chooses
With these magical ingredients, the player is invited to a once in a lifetime adventure to the vast world of outer space.

ON-SCREEN GAME FEATURES

❶In the SPACE HARRIER, a grephic capacity of 1.2 MB is used for the first time in an amusement game machine. This has enabled SEGA to create all of the wondrous charecters that appear in unexpected places at unexpected times, and the delicate movements so necessary to produce the unbelievably realistic enemy attacks.

❷The on-screen game is comprised of a never ending array of highly imaginative and colorful 3-dimensionel creatures & objects.

❸Through the utilization of pastel shades, the player is able to enjoy beautiful graphic displays created from among a total of 32,000 availeble colors.

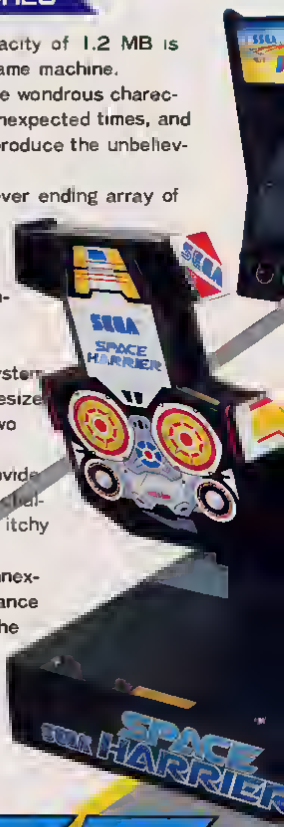
❹A thoroughly effective crossover sound system made possible through the use of a synthesizer emits stereo background music through two speakers.

❺18 scenes, including a BONUS scene, provide the game with constantly changing battle challenges that are sure to keep those with an itchy trigger finger happy.

❻The story line is characterized by many unexpected and unique ideas such as the appearance of a dragon (URIAH) which is friendly to the player, a feature that the game can be duly proud of.

HOW-TO-PLAY

* Attack the enemy characters with the SHOOT button
* Avoid the obstacles by moving the Joystick in the backward/forward, horizontal and diagonal directions
* When all of the players are lost, the game is over



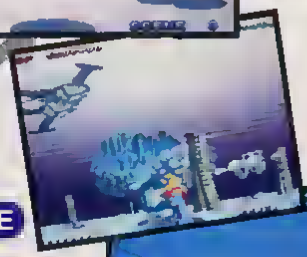
SPACE HARRI

CE-COMBAT GAME

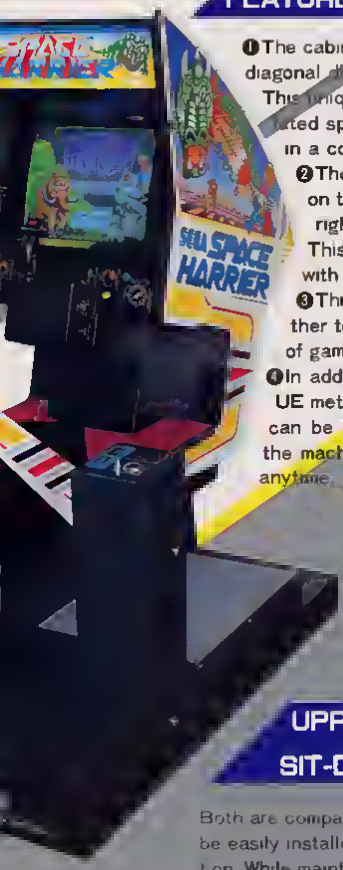
eplays of up to
fferent colors.

MERITS OF INSTALLATION

- The "SPACE HARRIER" was exhibited at the 1985 Amusement Machine Show in Japan and proved to be the most popular game at the show.
- This unrivalled, epoch-making game is destined to become one of the all-time top money earners



FEATURES OF THE ROLLING TYPE



❶The cabinet moves in a backward/forward, horizontal and diagonal direction when so controlled by the Joystick. This unique mechanism enables the player to take a simulated spaceship flight, a thrill never before experienced in a conventional machine

❷The SHOOT buttons are located on the front and on top of the JOYSTICK, as well as on the left and right sides of the control panel. This allows you to simultaneously fire the missiles with both hands.

❸Through a DIP SWITCH changeover, a setting either to NORMAL or a TIMER controlled 60 seconds of game play is possible

❹In addition to the conventional type, a new CONTINUE method in which the number of SPACE HARRIERS can be increased by inserting coins is incorporated in the machine. You can take advantage of this feature at anytime, even during game play

UPRIGHT TYPE & SIT-DOWN TYPE

Both are compactly designed and can be easily installed in almost any location While maintaining the same game excitement that is present in the ROLLING type, their main features are low cost, compact design, excellent on-screen images and shooting realism

ER

SPACE HARRIER

SPECIFICATIONS

ROLLING TYPE

ROLLING TYPE

Outer Dimensions	69.7 in 177 cm (D) 41.3 in., 105 cm (W), 69.3 in., 176 cm (H)
Base Dimensions	41.3 in 105 cm x 57.5 in., 146 cm
Weight	617.3 lbs., 280 kg
Main CPU	A 16-bit microprocessor-2 CPU running at 10 MHz 2 x 8 bit CPU running at 5 MHz
Display Colors	192-K-byte SRAM Graphic display up to 32,000 color capacity
Program Capacity	448-K-byte EPROM (14 chips x 32-K-byte)
Graphic Capacity	1152-K byte EPROM (36 chips x 32-K-byte)
Monitor	21" RGB (320 x 224 dot resolutions) with 15.75 kHz scanning horizontal frequency
Sound Capacity	192-K-byte EPROM DA sound system
Stereo music	FM sound
Speakers	15W output x 2 16 cm
Motors	2 DC rolling motors which drive the mechanism
Seat	With safety belt
Power supply	100 230V AC 50/60 Hz 700W

UPRIGHT TYPE

UPRIGHT TYPE

Outer Dimensions	36.2 in 92 cm (D) 26 in 66 cm (W), 70.5 in., 179 cm (H)
Weight	242.5 lbs., 110 kg
Main CPU	A 16-bit microprocessor-2 CPU running at 10 MHz 2 x 8-bit CPU running at 5 MHz
Display Colors	192-K-byte SRAM Graphic display up to 32,000 color capacity
Program Capacity	448-K-byte EPROM (14 chips x 32-K-byte)
Graphic Capacity	1152-K-byte EPROM (36 chips x 32-K-byte)
Monitor	20" RGB (320 x 224 dot resolutions) with 15.75 kHz scanning horizontal frequency
Sound Capacity	192-K-byte EPROM DA sound system
Stereo music	FM sound
Speakers	20W output x 2 12 cm
Power supply	100 – 230V AC 50/60 Hz 230W

SIT-DOWN TYPE

SIT-DOWN TYPE

Outer Dimensions	58.4 in 148.3 cm – 64.3 in 163.3 cm (D) 26 in 66 cm (W), 61.8 in 157 cm (H)
Weight	264.6 lbs 120 kg

All other specifications are the same as those of the above UPRIGHT type

SEGA creates a "High Tech Life"

SEGA®

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Design and specifications subject to change without notice SG-8620E

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